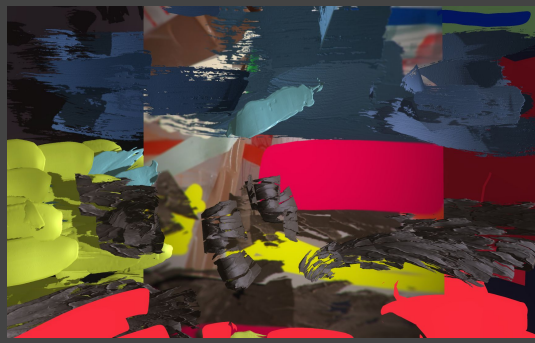


RE-ARTWORK TECHNOLOGY

OXFORD
BROOKES
UNIVERSITY

How can an artist engage critically and creatively our relationship with technology?

VR



- Sessions held at the Library Help zone office, JHB, Oxford Brookes with the help of the digital developer Gerard Helmick (Dec 2018 - April 2019).

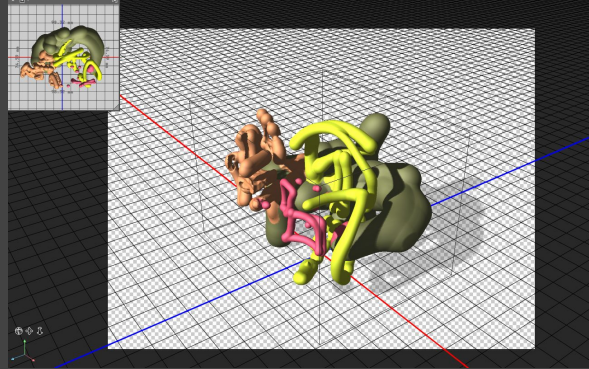
Experiments undertaken:

- Tilt Brush - painting software.



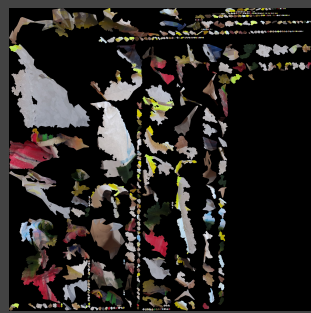
Adding digital paint on top of Imported pictures of paintings in VR.

- Masterpiece VR (it allows you to save the sculpture as a 3D object).



Looking at paint as a 3D object.

- Photogrammetry
3D digital model of my sculpture-painting imported in VR.



- Speicher, Hall, Nebeling (2019): What is Mixed Reality?
In: CHI 2019, May 4-9, 2019, Glasgow, Scotland, UK
- pictures taken by Linda Ann Cipriani

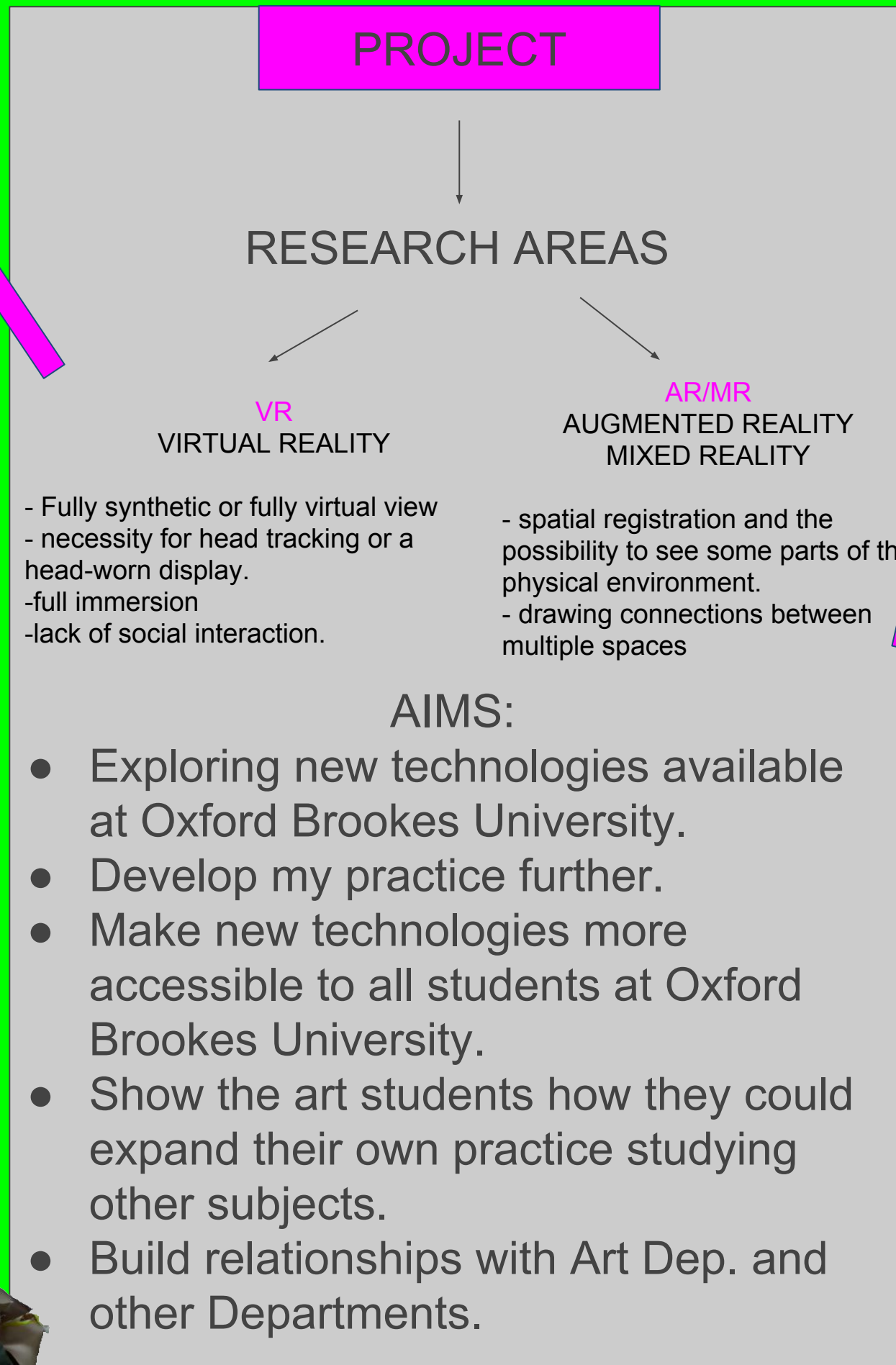
- <https://pal.cct.brookes.ac.uk/study/augmented-reality/>



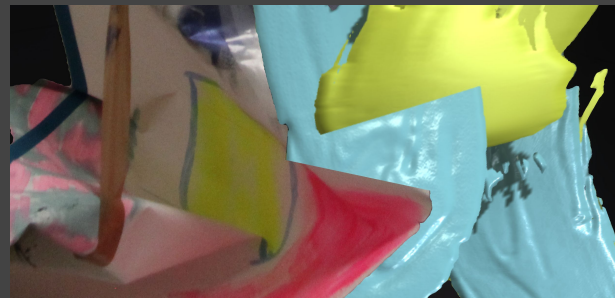
Video piece (GoPro camera, 360 camera, Canon 50D camera) and painting.

Art installation
at the DreamFactory interim exhibition at The Glass Tank,
Oxford Brookes University. (11Dec. 2018 - 11 Jan 2019)

starting point



My PRACTICE aims to:



KEY WORDS

Displacement.
Playfulness.
Failure.
Uncontained.
Fragmented.
Intervention.
Disruption.
Disorientation.

- Expand the relationship between SPACE and TECHNOLOGY.
- Explore the relationship between the physical and the digital space.
- Explore the relationship between forms, surfaces, shapes and space.
- Challenge the idea of painting taking in consideration the digitalized era we are living in.
- Explore the limits of the digital space.
- Explore the fluidity that is present between time, space, image and surfaces.

Key questions:

- How do we interact with technology?
- How do we navigate the space in-between the physical and digital?
- How do we perceive the digital in the physical world?
- How can I represent the digitality in the physical space?
- How do we perceive our body in the digital space?
- How can we show digitality through materiality?
- Are the physical and digital space coming together?



AR/MR

- Course module at Oxford Brookes University: Augmented Reality (organised as part of the AR-for-EU project) Led by PhD researcher Fridolin Wild.
- 12 weeks of online course Jan 28 to Apr 28, 2019.
- one full-time ('blocked') week face to face from Feb 18-22, 2019.

- The course presented an introduction to Augmented Reality, with emphasis on designing and developing Augmented Reality applications.

- Lectures and workshops undertaken:

- Introduction to AR.
- HCI methodologies.
- Perception.
- Modelling AR UI/UX.
- Geometric Algebra.
- Storytelling with AR.
- 3D modelling using Maya software.
- Gesture interaction.
- Gaze interaction.
- Voice interaction.
- Spatial understanding

- 3D scan and animation.
- Software Engineering.
- New Business Development.
- Technology overview.
- Markers in Unity Software.
- Careers in AR.
- Design inspiration.
- Research directions in AR.
- Demos and brainstorming of projects.

NEXT STEP

- Get funding to get access to new technologies and make it available to other artists.
- Create an artist collective whose central practice is based on reworking some aspects of new technology.

